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hypervisor and shared emulator OR emulation

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From: [324 Richard Wilmot \(rbw00@ccc.amdahl.com\)](mailto:rbw00@ccc.amdahl.com)

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In article <1992Jun18.190408.16802@ico.isc.com> dougp@ico.isc.com (Doug Pintar) write
 >It's interesting to see all the banter about "self-virtualizing" CPUs here.
 >There is absolutely *nothing* that prevents *existing* 386/486 processors
 >from running a "virtual machine" environment with a **hypervisor**. (In fact,
 >this has already been done.) The x86 privilege levels allow one to execute
 >guest OS code the same way the original VM/370 did. What *appears* to be a
 >fully-privileged execution mode to the guest OS is, in fact, a user-type mode
 >that traps all the privileged instructions. These are then interpreted and
 >emulated by the hypervisor as needed to keep the guest OS happy. The *real*
 >problem of doing this kind of thing on an x86 is the I/O architecture. On
 >the 370, a program built up a channel program and then issued an SIO to get
 >it started. The **hypervisor** merely had to translate the channel program to
 >virtualize the I/O. On the x86, you'd have to have a method of describing
 >all the virtual devices you wanted to support, so it'd have some way of
 >handling all the IN/OUT instructions to the various I/O addresses and
 >accesses to shared memory areas. A major distasteful task, ifn you ask me,
 >and one that would ultimately make an x86 **hypervisor** arbitrarily large.
 >DLP

So can I run SCO Unix under a **hypervisor**? OS/2? Windows in enhanced
 (386) mode? I was told I couldn't but would certainly be happy to
 learn how. Can my **hypervisor** maintain phantom page tables for the
 guest (Os/2, Unix, et al) operating systems? I want them to think
 they're dealing with real hardware and they will, of course, need to
 use 32 bit instructions (so NOT in V86 mode). Wont there be a problem
 when a guest operating system or one of its applications programs
 issues a RET instruction to a LOWER privelege level? This will not
 cause an interrupt so my **hypervisor** will have no opportunity to
 patch things together. There may be other problems as well.

As to **emulating** I/O, that would not seem as difficult. I run Stacker
 which does a very nice job of pretending to be a disk device
 (a driver for MS-DOS). I have less trouble with the virtual devices
 than the real ones (can't configure more than 130 MB on my wife's
 machine due to old ROM BIOS). Anyway I/O permission maps will work fine
 for masking which devices truly belong to a V86 mode guest operating system

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and which ports will cause interrupts (which we will either emulate or reflect to the guest as inoperable).

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